

AASIMAR MALE PALADIN

Level 12 ♦ Aasimar • Divine

AC 25
FORT 23
REF 23
WILL 23
SPEED F6
HP 75
BLOOD 35

ATTACK POWERS
④ **Radiant Longsword:** (Ignores Insubstantial) +17 vs. AC; 10 +10 radiant damage.
☐ < Channel **Positive Energy:** (line 5) +15 vs. Reflex; 30 radiant damage AND Dazed. On miss, 15 radiant damage. Hit or miss, this creature is Dazed until the end of its next turn.

GENERAL POWERS
Resist 10 Necrotic, Radiant
Arrow Catching Shield: (aura 2) This creature and allies in aura have +4 AC vs. ☞ attacks.
☐ **Lay on Hands:** Minor action: An adjacent ally heals 15 HP.

✦ Use with Premium Figure: Aasimar Male Paladin

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ACERERAK

Level 20 ♦ Undead • Vecna • Unique

AC 28
FORT 28
REF 28
WILL 34
SPEED 6
HP 100
BLOOD -

ATTACK POWERS
④ **Rod:** +19 vs. AC; 5 damage AND Slowed AND Blinded AND 15 Ongoing Damage (save ends all).
④ **Eye:** Minor action: (sight) +19 vs. AC; 10 damage.
☞ **Deathmist:** (radius 1 within 8) +24 vs. Fortitude; 20 damage AND 10 Ongoing Damage.

GENERAL POWERS
Resist 5 All; Vulnerable 5 Radiant
Soul Siphon: Whenever a living creature within 3 squares takes damage: Heal 10 HP.
The Hand of Vecna: Gains 1 extra minor action on each of its turns.

CHAMPION POWERS ☐ ☐ ☐ ☐
✦ Use during setup: Up to 5 Living allies gain the Undead keyword until end of battle.
✦ Use at start of round: Undead creatures have +2 attack and +10 necrotic damage vs. living targets until end of round.

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AMBUSH DRAKE

Level 13 ♦ Dragon • Stealth

AC 27
FORT 26
REF 28
WILL 26
SPEED F6
HP 80
BLOOD 40

ATTACK POWERS
④ **Bite:** +16 vs. AC; 10 + 10 poison damage.
☐ < **Ambush Strike:** Moves up to twice its speed (minimum 6 squares), then attacks: +20 vs. AC; 40 damage. ☐ at start of turn if no enemy can see this creature.
☐ < **Paralytic Cloud:** (blast 3) +18 vs. Fortitude; 25 damage AND Dazed. On miss, 10 damage.

GENERAL POWERS
Defensive Advantage: Never grants combat advantage.

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AZURION, DUNE SCOURGE

Level 15 ♦ Arcane • Dragon • Unique

AC 29
FORT 28
REF 28
WILL 32
SPEED F8
HP 90
BLOOD 45

ATTACK POWERS
④ **Bite:** (reach 2) +22 vs. AC; 25 damage.
☞ **Focused Breath:** (range 10) +20 vs. Reflex; 20 lightning damage AND creatures adjacent to target take 10 thunder damage.
☐ ☞ **Sand Storm:** (radius 2 within 12) +18 vs. Reflex; 15 damage AND Immobilized (save ends).

GENERAL POWERS
Resist 20 Lightning, Resist 10 Thunder
Blindsight
Earthglide 5: Move action: Burrow up to 5 squares.
☐ **Haste:** Use at start of turn: Gain 1 extra attack action this turn. ☐ when this creature destroys a Living enemy with a < attack.
Sociopathic: Your warband may not include other Dragon creatures.

✦ Use with Dragon Collector's Set: Young Blue Dragon, or Deathknell: Large Blue Dragon

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BEHOLDER ULTIMATE TYRANT

Level 29 ♦ Aberrant • Beholder

AC 36
FORT 33
REF 34
WILL 35
SPEED F4
HP 300
BLOOD 150

ATTACK POWERS
④ **Bite:** (reach 2) +28 vs. AC; 20 damage.
☞ **Central Ray:** Minor action: (range 8) +26 vs. Will; Dazed.
☞ **Eye Rays:** (Does not provoke opportunity attacks) Choose 1 effect:
☐ **Blasting Ray:** (radius 1 within 10) +24 vs. Reflex; 20 radiant damage AND slide target up to 3 squares.
☐ **Disintegrate Ray:** (radius 1 within 10) +24 vs. Fortitude; 20 damage AND 10 Ongoing Damage.
☐ **Dominating Ray:** (radius 1 within 10) +20 vs. Will; 10 damage AND Dominated.
☐ **Firestorm Ray:** (radius 2 within 10) +24 vs. Reflex; 30 fire damage.
☐ when all have been used.

GENERAL POWERS
Immune Auras: Unaffected by auras of enemies.
Multi-Activation 3/2: Activates 3 times per round, or twice per round instead while bloodied.
Mighty: Roll 2d20 and use the higher result whenever rolling saves for this creature.

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BLUE

Level 1 ♦ Goblin • Psionic

AC 10
FORT 12
REF 12
WILL 12
SPEED 6
HP 15
BLOOD 5

ATTACK POWERS
④ **Quarterstaff:** +6 vs. AC; 5 damage.
☞ **Mind Thrust:** (nearest) +7 vs. Reflex; 10 damage.

GENERAL POWERS
☐ **Psionic Ablation:** Use when targeted by an attack: Takes -10 damage on that attack.

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CATFOLK WILDER

Level 8 ♦ Catfolk • Psionic

AC 22
FORT 22
REF 22
WILL 24
SPEED 7
HP 55
BLOOD 25

ATTACK POWERS
④ **Twin Swords:** +12 vs. AC; 15 damage.
☐ ☞ **Mind Melt:** (nearest, Living target only) +15 vs. Will; 30 psychic damage AND Stunned (save ends).
☞ **Mind Maze:** (sight) +12 vs. Will; Immobilized.
☞ **Mind Thrust:** (nearest, Living target only) +12 vs. Will; 15 psychic damage AND Dazed.

GENERAL POWERS
Resist 10 Psychic
☐ **Protective Aura:** Immediate, when an enemy hits this creature with a < attack: Push that enemy 3 squares, then that enemy is Immobilized (save ends).

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CATTI-BRIE, HUMAN ARCHER

Level 12 ♦ Dwarf • Human • Unique

AC 24
FORT 24
REF 24
WILL 27
SPEED 5
HP 65
BLOOD 30

ATTACK POWERS
④ **Khazid'hea:** +15 vs. AC; 15 damage.
☞ **Taulmaril:** (sight) +17 vs. Reflex; 20 damage.
☐ ☞ **Fire Wand:** (radius 2 within 10) +14 vs. Reflex; 20 fire damage.

GENERAL POWERS
Blindsight
Dwarf Heritage: Loses the Dwarf keyword while no Dwarf ally is in play.
☐ **Taulmaril's Will:** Full turn action: Make a ☞ attack with range of nearest. That attack may not be redirected. If the attack hits, it is a critical hit.

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DELVER SERGEANT

Level 4 ♦ Human • Martial

AC 18
FORT 17
REF 17
WILL 17
SPEED 6
HP 45
BLOOD 20

ATTACK POWERS
④ **Longsword:** +11 vs. AC; 10 damage.
☐ **Torch:** +7 vs. Reflex; 5 damage AND 5 Ongoing Fire Damage.

GENERAL POWERS
Illuminator 6: (aura 6) Enemies and allies in aura are not Invisible and do not benefit from Conceal.

CHAMPION POWERS ☐
✦ Use when this creature occupies a victory area: Use a champion power of an allied champion as if this creature had that power.
✦ Use at start of this creature's turn: Activate 1 extra creature before opponent's next turn (max once before opponent's turn).

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EMPYREAN

Level 17 ♦ Divine

CR 3

AC 31

FORT 31

REF 29

WILL 30

SPEED F8

HP 150

BLOOD 75

ATTACK POWERS

⚡ Hammer: (reach 3) +24 vs. AC; 40 damage. On hit, make a ☹ attack as a free action.

☹ Bolt: (sight) +20 vs. Reflex; 25 radiant damage.

GENERAL POWERS

Immune Dazed

Divinian: Takes no extra damage from critical hits.

Major Bless: (aura 6) Allies of level 15 or lower in aura have +5 attack.

☹ Typhoons & Tremors: Use at start of round: All creatures are Slowed until end of round.

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

CHAMPION POWERS

☐ ☐ ☐

☹ Use before rolling a d20 on this creature's turn: The result of that die roll is 11, instead.

☹ Use when rolling initiative: Roll an extra d20 for initiative this round.

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ETERNAL BLADE

Level 11 ♦ Elf • Martial

CR 3

AC 26

FORT 24

REF 24

WILL 24

SPEED 6

HP 80

BLOOD 40

ATTACK POWERS

⚡ Sword: +17 vs. AC; 20 damage.

GENERAL POWERS

☐ Eternal Trainer: Use at setup: Assign up to 3 Eternal Training items to this creature for no additional cost.

☐ Bounding Assault: Move action: Moves up to twice its speed.

Defender: Immediate, when an adjacent enemy makes a ☹ attack vs. an ally: Make a ☹ attack vs. that enemy.

CHAMPION POWERS

☐ ☐ ☐

☹ Use at start of round: Reassign 1 Eternal Training item from this creature to one ally.

☹ Use at start of turn: Choose a keyword. This creature and each ally with that keyword have +2 to all defenses until end of round.

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FALASTER FISK

Level 8 ♦ Human • Stealth • Unique

CR 3

AC 19

FORT 16

REF 19

WILL 19

SPEED 6

HP 50

BLOOD 25

ATTACK POWERS

⚡ Short Blade: +11 vs. AC; 10 damage.

GENERAL POWERS

☐ Secrets: Use during setup: Choose an enemy. Choose a keyword. Each creature in your warband with that keyword has +4 attack vs. that enemy.

☐ Nimble Escape: Immediate, when an enemy moves into an adjacent square: This creature shifts up to its speed.

Opportune Moment: Immediate, when an adjacent enemy granting combat advantage activates: Make a ☹ attack vs. that enemy at +5 damage.

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GALEB DUHR

Level 11 ♦ Earth • Elemental

CR 3

AC 25

FORT 23

REF 23

WILL 23

SPEED B4

HP 70

BLOOD 35

ATTACK POWERS

⚡ Fist: +18 vs. AC; 20 damage.

☐ ☹ Rolling Thunder: Move exactly 4 squares, then attack: +16 vs. AC; 30 damage AND push target up to 2 squares. ☹ at start of turn if no enemy is adjacent.

GENERAL POWERS

☐ Stone Transformation: Use at any time: Resist 30 All until the start of its next turn.

Tremorsense: Ignores Conceal and Invisible vs. creatures without Flight.

"I'm on a roll."

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HALASTER BLACKCLOAK

Level 19 ♦ Arcane • Human • Unique

CR 3

AC 28

FORT 28

REF 28

WILL 33

SPEED 6

HP 110

BLOOD 55

ATTACK POWERS

⚡ Bladeswarm: (reach 4) +22 vs. AC; 25 damage.

☹ Black Sceptre: (blast 3) +22 vs. Fortitude; 25 damage AND push 3.

☐ ☹ Meteor Swarm: (radius 3 within 9) +21 vs. Reflex; 20 + 20 fire damage. On miss, 10 + 10 fire damage.

GENERAL POWERS

Resist 5 All

Blindsight

Repeat: Minor action, once per turn: Make a ☹ attack.

Passage: Move action, once per turn: Teleport 6.

CHAMPION POWERS

☐ ☐ ☐

☹ Use when targeted by an attack: Teleport 3.

☹ Use when first bloodied: ☹ Meteor Swarm.

☹ Use when an attack misses this creature: Make a ☹ attack vs. the attacker.

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HUMAN FIGHTER LORD

Level 14 ♦ Human • Martial

CR 3

AC 30

FORT 29

REF 26

WILL 25

SPEED 6

HP 85

BLOOD 40

ATTACK POWERS

⚡ Longsword: +20 vs. AC; 20 + 5 fire damage.

☐ ☹ Flamebow: (sight) +17 vs. AC; 15 fire damage. ☹ as a move action if no enemy is adjacent.

GENERAL POWERS

Resist 5 Fire

Keen Edge: Scores critical hits on a natural 19 or 20.

☐ Warrior Spirit: Use at start of round: This creature has Multi-Activation 2 (activates twice per round) until end of round.

A skilled veteran of 99 battles.

☹ Use with Dungeons of Dread: Human Fighter

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HUMAN SELLWORD

Level 5 ♦ Human • Martial

CR 3

AC 20

FORT 17

REF 17

WILL 17

SPEED 6

HP 50

BLOOD 25

ATTACK POWERS

⚡ Greatsword: +11 vs. AC; 15 damage.

☐ ☹ Killing Blow: +9 vs. AC, +14 vs. AC instead if target is bloodied; 30 damage.

GENERAL POWERS

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"You keep paying me, I keep fighting for you. And I think you'll keep paying me."

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HUMAN STORM SORCERER

Level 7 ♦ Arcane • Human

CR 3

AC 19

FORT 17

REF 17

WILL 21

SPEED 6

HP 45

BLOOD 20

ATTACK POWERS

⚡ Thunder Palm: (reach 2) +11 vs. Fortitude; 5 thunder damage AND push 1.

☐ ☹ Call Lightning: Make 3 attacks: (sight) +11 vs. Reflex; 15 lightning damage.

GENERAL POWERS

Resist 10 Lightning, Thunder

☐ Windborn Escape: Use at start of an enemy's turn: This creature moves up to its speed with Flight.

☐ Static Charge: Use on a ☹ attack hit: ☹ Call Lightning.

Tempest Spirit: (aura 2) Whenever this creature declares a ☹ attack, each enemy in aura takes 5 thunder damage.

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IYMRITH

Level 19 ♦ Dragon • Shapeshifter • Unique

CR 3

AC 30

FORT 32

REF 28

WILL 32

SPEED F5

HP 150

BLOOD 75

ATTACK POWERS

⚡ Smash: (reach 2) +20 vs. AC; 20 + 15 lightning damage.

☐ ☹ Lightning Strike: (range 8) +20 vs. Reflex; 30 lightning damage. ☹ as a move action.

GENERAL POWERS

Immune Lightning; Resist 10 Thunder

Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.

Multi-Activation: Activates twice each round.

CHAMPION POWERS

☐ ☐ ☐

☹ Use at start of round: Earth allies have +2 attack and +10 lightning damage until end of round.

☹ Use when an ally starts its turn adjacent to an enemy or Dragon: That ally teleports 10.

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KING HEKATON

Level 19 ♦ Aquatic • Giant • Unique

CR
3

ATTACK POWERS
 ⚡ **Fury:** (reach 3) +24 vs. AC; 30 + 5 thunder damage.
 ⚡ **Throw Lightning:** *Minor action:* (sight) +22 vs. Reflex; 15 lightning damage. ⚡ as a move action.

GENERAL POWERS

Immune Dazed; Resist 20 Lightning, Thunder
Towering: Can occupy statue terrain. Can move into squares occupied by Medium or smaller enemies.
Multi-Activation 2: Activates twice each round.

CHAMPION POWERS

❖ Use when determining initiative: Roll 2 extra d20s.
 ❖ Use when a creature starts a turn in river terrain: That creature has +2 speed until end of turn.

Even wounded and having just escaped his shackles, the King of Giants is formidable.

AC 28
 FORT 34
 REF 30
 WILL 32
 SPEED F4
 HP 180
 BLOOD 120
 150

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LAERAL SILVERHAND

Level 18 ♦ Arcane • Human • Unique

CR
3

ATTACK POWERS
 ⚡ **Flaming Sword:** +20 vs. AC; 25 + 5 fire damage.
 ⚡ **Silver Lance:** (range 10) +20 vs. AC; 25 damage.
 ⚡ **Silverhair:** (burst 2) +20 vs. Fortitude; 20 damage AND Immobilized.
 ⚡ **Silverfire:** (line 6) Automatic hit vs. Reflex; 30 damage.

GENERAL POWERS

Blindsight
Chosen of Mystra: *Minor action, once per turn:* Make a ⚡ or ⚡ attack.

CHAMPION POWERS

❖ Use when an Arcane ally hits with an attack: +15 damage on that attack.
 ❖ Use at the start of an enemy's turn: This creature may teleport 6 as an immediate action.

AC 28
 FORT 28
 REF 29
 WILL 33
 SPEED F6
 HP 105
 BLOOD 50
 123

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MALE HUMAN PALADIN

Level 16 ♦ Divine • Human

ATTACK POWERS
 ⚡ **Holy Sword:** +22 vs. AC; 20 + 10 radiant damage.
 ⚡ **Destructive Wave:** (burst 3, enemies only) +20 vs. Fortitude; 20 thunder + 20 radiant damage AND Slowed. On miss, 5 thunder + 5 radiant damage.

GENERAL POWERS

Prayer Answered: Use when this creature rolls a natural 20 on an attack roll: Heal all allies 10 HP.
Evil Bane: +10 ⚡ damage vs. Evil enemies.
Holy Weapon: (aura 2) This creature and allies in aura have +2 on saving throws.
Valorous Leader: Champion rating 4 for determining initiative.
 ⚡ **Cleanse:** *Minor action:* Remove one condition from an ally within 3.
 ⚡ **Determined:** *Minor action, only while bloodied:* Make a ⚡ attack. ⚡ when this creature destroys an enemy champion.

❖ Use with Premium Figures 7: Male Human Paladin

AC 31
 FORT 27
 REF 27
 WILL 29
 SPEED 6
 HP 125
 BLOOD 60
 110

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MERCHANT GUARD

Level 3 ♦ Human • Martial

ATTACK POWERS
 ⚡ **Sword:** +10 vs. AC; 10 damage.

GENERAL POWERS

⚡ **Hired Bodyguard:** Immediate, when an enemy targets an adjacent Medium or smaller ally: Pay 5 VP. If you do, redirect that attack to this creature instead.
Bold: +4 Will while within 6 squares of an allied champion.

AC 19
 FORT 15
 REF 15
 WILL 15
 SPEED 5
 HP 30
 BLOOD 15
 8

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NECROMANCER

Level 12 ♦ Arcane • Human

ATTACK POWERS
 ⚡ **Wither:** +16 vs. Reflex; 15 Ongoing Damage.
 ⚡ **Sap Life:** (range 10) +16 vs. Fortitude; 15 necrotic damage AND Weakened (save ends).

GENERAL POWERS

⚡ **Decay:** *Minor action:* Each enemy and each ally takes 5 necrotic damage. ⚡ at start of turn.
 ⚡ **Animate Dead:** Use at end of round, if this creature occupies a victory area: Add a new Undead ally of cost 17 or less adjacent to this creature.
 ⚡ **Undead Shield:** Immediate, when targeted by an attack: Redirect that attack against an adjacent Undead ally instead.
Grim Harvest: Immediate, when this creature destroys an enemy with a ⚡ attack: Heal 10 HP.

AC 25
 FORT 23
 REF 23
 WILL 25
 SPEED 6
 HP 65
 BLOOD 30
 53

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NOBLE

Level 5 ♦ Human

ATTACK POWERS
 ⚡ **Dagger:** +10 vs. AC; 5 damage.

GENERAL POWERS

⚡ **Highborn Order:** *Attack action:* Nearest ally of level 15 or lower makes a ⚡ attack as an immediate action.
 ⚡ **Plans Set in Motion:** Use at end of round: Each ally moves up to its speed.
Activate Latent Sabotage: *Attack action:* Spend 5 VP to impose -2 speed and -4 attack to 1 enemy until end of round.
Highborn: Opponent scores +5 VP when this creature is destroyed.

AC 16
 FORT 14
 REF 14
 WILL 18
 SPEED 6
 HP 35
 BLOOD 15
 19

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ONYX, GLISTENING DEATH

Level 13 ♦ Dragon • Stealth • Unique

ATTACK POWERS
 ⚡ **Caustic Bite:** (reach 2) +17 vs. AC; 10 + 10 acid damage.
 ⚡ **Spittle:** *Minor action:* (range 6) +15 vs. Reflex; 5 acid damage.
 ⚡ **Acid Jet:** (line 12) +16 vs. Reflex; 30 acid damage. On miss, 15 acid damage.

GENERAL POWERS

Resist 25 Acid
Hide
Sneak Attack 10
 ⚡ **Intensify Acid:** Use at start of round: Until end of round, each attack or effect that deals acid damage, deals +10 acid damage.
Sociopathic: Your warband may not include other Dragon creatures.

❖ Use with Dragon Collector's Set: Young Black Dragon, or Demowebe: Black Dragon Lurker

AC 28
 FORT 26
 REF 29
 WILL 26
 SPEED F8
 HP 75
 BLOOD 35
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ROT SCARAB SWARM

Level 5 ♦ Swarm • Vermin

ATTACK POWERS
 ⚡ **Bite:** (reach 0) +11 vs. AC; 5 damage AND Stunned.

GENERAL POWERS

Stable Footing: Ignores the extra MP cost for entering difficult terrain.
Formless: Takes half damage from ⚡ and ⚡ attacks.
Infest: Can enter and occupy squares occupied by non-Swarm creatures.
 ⚡ **Swarm Attack:** Immediate, when an enemy activates while this creature shares its space: That enemy is Stunned until end of round.

Reach 0 can only target enemies in this creature's space.

AC 19
 FORT 17
 REF 17
 WILL 17
 SPEED 5
 HP 35
 BLOOD 15
 19

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SKULLCLEASE WARRIOR

Level 10 ♦ Human • Martial

ATTACK POWERS
 ⚡ **Battle Axe:** +16 vs. AC; 20 damage.
 ⚡ **Great Cleave:** +16 vs. AC; 30 damage AND each enemy adjacent to target takes 15 damage.

GENERAL POWERS

⚡ **Unavoidable Strike:** Use when this creature declares a ⚡ attack: That attack is a critical hit.
Skullcleaver: Use after this creature scores a critical hit: This creature makes a ⚡ attack vs. a different target as an immediate action.

AC 25
 FORT 22
 REF 22
 WILL 22
 SPEED 5
 HP 75
 BLOOD 35
 39

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SOLAMITH

Level 12 ♦ Demon

ATTACK POWERS

- ⚔ **Claw:** (reach 2) +19 vs. AC; 10 damage.
☞ **Soulfire Retort:** *Immediate, when this creature is damaged by an enemy's attack:* (blast 3) +17 vs. Reflex; 15 + 15 fire damage.
☼ **Soulfire:** (radius 1 within sight) +17 vs. Reflex; 10 necrotic + 15 fire damage. Hit or miss, this creature takes 5 damage.

GENERAL POWERS

Resist 10 Fire

Inferno: *Use with Soulfire, only while bloodied:* Next Soulfire attack becomes: (radius 2 within sight) +17 vs. Reflex; 15 necrotic + 20 fire damage. Hit or miss, this creature takes 10 damage.

Its malice roils within, begging to be shared.

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STORM GIANT

Level 18 ♦ Aquatic • Giant

ATTACK POWERS

- ⚔ **Greatsword:** (reach 3) +20 vs. AC; 25 + 10 lightning damage.
☳ **Lightning Strike:** (sight) +20 vs. Reflex; 20 lightning + 10 thunder damage AND each adjacent creature takes 10 thunder damage. On miss, 10 thunder damage.

GENERAL POWERS

Immune Lightning, Resist 10 Thunder

Poor Tempered: *Immediate, when you lose initiative:* Make a ⚔ or ☳ attack.

Omen of Stronmaus: *Immediate, when you win initiative:* Moves up to half its speed.

Great Cleave: *Free action, when this creature destroys an enemy with a ⚔ attack:* Make a ⚔ attack.

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STORM GIANT QUINTESSANT

Level 18 ♦ Aquatic • Giant • Solo

CR 2

ATTACK POWERS

- ⚔ **Slam:** (reach 3) +22 vs. AC; 25 + 5 thunder damage.
☳ **Bolt of Lightning:** (line 10) +21 vs. Reflex; 35 lightning damage.

GENERAL POWERS

Immune Lightning, Immune Thunder

☐ **Windform:** *Use when targeted by an attack:* Insubstantial until end of round.

Heart of the Storm: *Attack + minor action:* Use Bolt of Lightning twice, each as a (line 6) instead. Each creature may only be attacked once.

Thunderstorm: *Minor action:* Each enemy and each ally within 3 squares takes 10 thunder damage.

CHAMPION POWERS ☐ ☐

❖ *Use at start of round:* Line of sight is limited to 6 squares until end of round.

❖ *Use at end of round:* Slide each ally and each enemy within 6 up to 2 squares.

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VAMPIRE GUILDMASTER

Level 11 ♦ Undead • Vampire • Unique

CR 2

ATTACK POWERS

- ⚔ **Dagger:** +19 vs. AC; 10 damage AND 5 Ongoing Damage.
♣ **Steal Life:** +16 vs. Fortitude; 10 necrotic damage AND this creature heals 10 HP.

GENERAL POWERS

Resist 10 Necrotic, Vulnerable 10 Radiant

Sneak Attack 10

Turf War: (aura 1) Enemies in aura score 5 less victory points than normal for occupying victory areas.

CHAMPION POWERS ☐ ☐

❖ *Use when an enemy fails a saving throw:* Each ally and enemy within 10 squares of this creature takes 10 necrotic damage, then this creature heals 5 HP for each creature destroyed by that damage (max 20 HP).

❖ *Use when an enemy uses a champion power:* You score 10 VP.

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WAND EXPERT

Level 10 ♦ Arcane • Eladrin

ATTACK POWERS

- ⚔ **Wand Tap:** +13 vs. AC; 15 acid OR fire damage.
☞ **Dual Wands:** (sight) +15 vs. Reflex; 15 fire damage. Hit or miss, make a second attack: +15 vs. AC; 10 damage (ignore insubstantial).

GENERAL POWERS

☐ **Feywild Defense:** *Use when this creature or an adjacent ally is targeted by an attack:* That target may teleport 3 as an immediate action.

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WITCHKNIFE

Level 10 ♦ Psionic • Witchknife

ATTACK POWERS

- ⚔ **Spear:** +15 vs. AC; 15 damage.
☞ **Mindwallop:** (range 10) +16 vs. Will; 10 psychic damage AND Dazed.
☐ ☞ **Witchknife Mindstorm:** (burst 4, enemies only) +14 vs. Will; 10 Ongoing Psychic Damage AND Stunned.

GENERAL POWERS

Resist 5 Fire

Sneak Attack 5

Universally Hated: Worth +5 VP if destroyed by a level 9 or lower enemy.

*The first one lures you in.
The rest stab you in the back.*

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YUAN-TI HALFBLOOD SORCERER

Level 13 ♦ Arcane • Yuan-Ti

ATTACK POWERS

- ⚔ **Serpent Dagger:** +20 vs. AC; 5 + 15 poison damage.
☐ ☐ ☞ **Venom Bolt:** (line 10) +16 vs. Fortitude; 15 acid damage AND 10 Ongoing Poison Damage.

GENERAL POWERS

Hide

Poisonous Soul: (aura 10) Enemies in aura that have Ongoing Poison Damage take 5 poison damage whenever hit by ⚔ or ☞ attack.

Yuan-ti malisons, or halfbloods, make up the bulk of yuan-ti society.

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